```
MonoBehaviour
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Thoughts.ControlSystems.CameraController

+ camera
- _camera
- cameraRig
- overworldCamera
- povCamera
- manualControlSystem
- moveSpeed
- rotationSpeed
- fastSpeedMultiplier
- movementSmoothing
- newPosition
- newRotation

+ GetAxisCustom()
+ Move()
+ Rotate()
+ SwitchCamera()
- Awake()
- Start()
- Update()
- HandleTransformUpdates()